

laptop and/or palmtop receiver; or other appliance or mobile station that includes a radiotelephone transceiver.

[0020] FIG. 1 illustrates an exemplary wireless communication device 100 according to one or more embodiments of the present invention. Wireless communication device 100 includes a transceiver 102, antenna 104, memory 106, audio processor 108, user interface 110, and a system processor 140. Transceiver 102 is coupled to antenna 104 for receiving and transmitting wireless signals. The transceiver 102 is a fully functional cellular radio transceiver, which may operate according to any known standard, including the standards known generally as the Global System for Mobile Communications (GSM), TIA/EIA-136, cdmaOne, cdma2000, UMTS, and Wideband CDMA. In addition, transceiver 102 may include baseband processing circuits to process signals transmitted and received by the transceiver 102. Alternatively, baseband processing circuits may be incorporated in the system processor 140.

[0021] User interface 110 includes one or more user input devices 112, a display 114, a microphone 116, and a speaker 118, and enables the user to interact with and control wireless communication device 100. The user input devices 112 may include any of a keypad, touchpad, joystick control dials, control buttons, other input devices, or a combination thereof. A voice recognition system may also be included to receive user voice input. The user input devices 112 allow the operator to dial numbers, enter commands, scroll through menus and menu items presented to the user on display 114, and make selections. Display 114 allows the operator to view information such as menus and menu items, dialed digits, images, call status information, and output from user applications.

[0022] Microphone 116 receives audio input from the user, while speaker 118 projects audible sound to the user. In particular, microphone 116 converts the detected speech and other audible signals into electrical audio signals and speaker 118 converts analog audio signals into audible signals that can be heard by the user. Audio processor 108 receives analog audio inputs from microphone 116 and provides the basic analog output signals to speaker 118.

[0023] In addition to the above-described devices, user interface 110 includes a motion detector 120. As discussed further below, motion detector 120 detects user-generated motion associated with the wireless communication device 100.

[0024] System processor 140 performs various processing tasks, including controlling the overall operation of wireless communication device 100 according to programs stored in memory 106. Memory 106 may include both random access memory (RAM) and read-only memory (ROM). Computer program instructions and data required for operation of wireless communication device 100 are stored in non-volatile memory, such as EPROM, EEPROM, and/or flash memory, which may be implemented as discrete devices, stacked devices, or integrated with system processor 140.

[0025] The system processor 140 may be implemented in hardware, firmware, software, or a combination thereof, and may comprise a single microprocessor or multiple microprocessors. The microprocessors may be general purpose microprocessors, digital signal processors, or other special purpose processors. Functions performed by system proces-

sor 140 may include signal processing, image processing, and control of the overall operation of wireless communication device 100. In accordance with the present invention, and as discussed in greater detail below, signal processor 140 includes a function processor 150, and may optionally include a motion processor 142.

[0026] According to one exemplary embodiment, illustrated in FIG. 2, function processor 150 waits for motion detector 120 to detect motion associated with the wireless communication device 100 (block 200). When motion is detected, the function processor 150 executes or performs a pre-defined function associated with the detected motion (block 210).

[0027] In one embodiment, the pre-defined function comprises a game, such as a random chance game. FIGS. 3A and 3B illustrate one exemplary game that may be implemented by function processor 150. In the illustrated embodiment, the game is a random question-and-answer type game, such as the Magic 8 Ball® game. As shown in FIG. 3A, a user applies motion to the wireless communication device 100. In response, display 114 displays an answer randomly selected by function processor 150, as shown in FIG. 3B.

[0028] It will be appreciated that the present invention is not limited to the random question-and-answer game illustrated in FIGS. 3A-3B, and may apply equally well to other random chance games. For example, as shown in FIGS. 4A-4B, a user may apply motion to the wireless communication device 100 to play a card game. In response to the detected motion, display 114 displays one or more playing cards randomly selected by function processor 150 according to any desired card game, such as Black Jack, Solitaire, Poker, Bridge, Pinochle, etc. Alternatively, the user may simulate rolling a die or dice by applying motion to the wireless communication device 100, as shown in FIG. 5A. In response to the user-generated motion, display 114 displays a numerical die or dice outcome randomly selected by function processor 150, as shown in FIG. 5B. In still another embodiment, the die or dice may display alphabetic characters instead of numerical characters. For example, a user may use alphabetic "dice" to play a word game, such as Boggle®. As shown in FIGS. 6A-6B, applying motion to the wireless communication device 100 results in the random generation of a new Boggles game board, where display 114 displays the resulting game board. In any event, responsive to applying motion to the wireless communication device 100, function processor 150 randomly selects an outcome from a set of possible outcomes based on a desired game. Further, in addition to starting a game, i.e., rolling the dice for the first time, it will be appreciated that applying motion to the wireless communication device 100 may reset the game, i.e., re-roll the dice, as shown in FIGS. 5A-5B.

[0029] To implement the desired game, function processor 150 retrieves instructions from memory 106 associated with the desired game and executes the instructions. Alternatively, function processor 150 may include a game processor 160, as shown in FIG. 7, to retrieve and execute the game instructions. In general, game processor 160 implements a random chance game in response to user-generated motion detected by motion detector 120. To that end, game processor 160 may include an individual processor for each game available to the user, such as the die processor 162, the card processor 164, and the fortune processor 166, as shown in